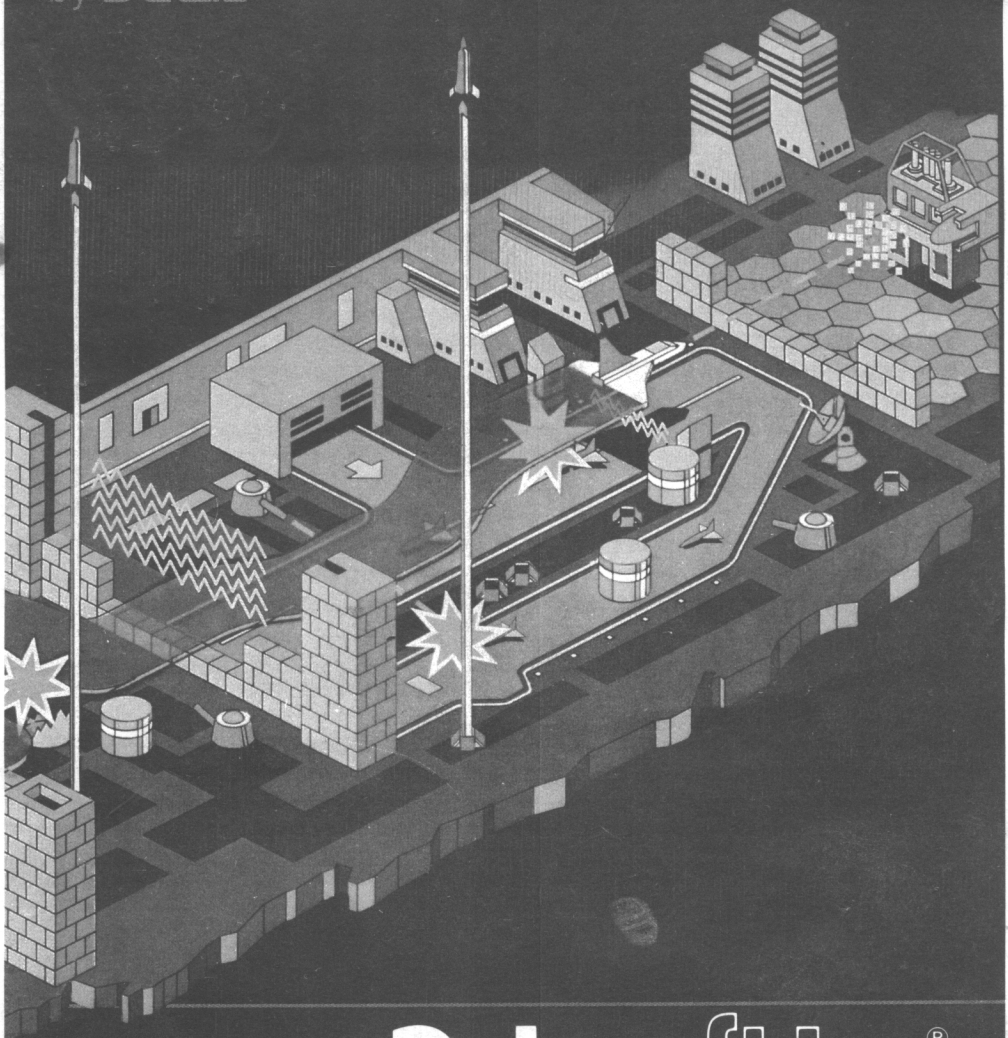
The Official

ZAXXON™

by SEGA



Datasoft Inc.®

PERSONAL COMPUTER SOFTWARE

ZAXXON™

For the ATARI 400/800 Computer

by

Ron J. Fortier

REQUIREMENTS

- ATARI 400/800 Computer (16K)
- disk drive (ATARI 810 or compatible) OR ATARI 410 Program Recorder
- TV set or video monitor
- joystick

OBJECTIVE

You are the pilot of a fighter spacecraft on a mission to meet and destroy the deadly ZAXXON™ Robot. To reach your goal you must avoid the dangers of the Space Fortresses, where you encounter parked enemy planes, base missiles, firing gun emplacements, and radar towers, and Outer Space with its enemy plane squadron. While flying your spacecraft to your final destination, fire at and destroy these threats in order to score points, and destroy fuel tanks to maintain your spacecraft's fuel supply.

TO START

Diskette

Turn off your computer and remove all cartridges. Turn on the power to your TV or video monitor and disk drive #1. Wait for the red "drive busy" light to turn off. Insert the ZAXXON diskette and close the disk drive door. Now turn on the computer. The program will load and run automatically.

Cassette

Turn off your computer and remove all cartridges. Insert the ZAXXON cassette into your tape player and press PLAY. (Note: rewind tape if previously played.) Hold down the **START** key (on computer) and turn on your computer. When you hear the "buzzer" press **RETURN**. The tape will load and run automatically.

Joystick/Number of Players

Connect a joystick to controller jack #1. A second joystick may be connected to jack #2 for a second player.

After the program is loaded into the computer a title page will appear. After a few seconds the initial game play screen will appear with the game and scoring indicators at the bottom of the screen. Press **OPTION** for a two (2) player game. To begin (either a one-player or two-player game) press **START** or the fire button on your joystick.

Game Control

Pull the joystick toward you to make your spacecraft climb. Push the joystick away from you (forward) to make your spacecraft dive for low flying. Push the joystick to the right or left for right and left movement. Press the red fire button to fire.

To pause a game-in-progress: press the **ESC**ape key. Press any key to resume play.

To abort a game and return to the title page: press **SYSTEM RESET**.

Scoring and Indicators

Each target is worth the following points:

Radar Tower	1000
Fuel Tanks	300
Gun Emplacements	200
	or 500 (randomly)
Base Missiles	150
Enemy Planes	100
	+ 50 point increases each round
Robot Missile	200
Robot	1000

Your "fuel indicator" and number of spacecrafts in reserve are displayed at the bottom of your screen. The "enemy plane" indicator tells you how many enemy planes remain to be destroyed. Your spacecraft's altitude is indicated on the gauge on the left side of your screen. During flight through the Space Fortresses your spacecraft's shadow will also help you judge its position on the screen.

Game Play

First Space Fortress

You begin the game with one fighter spacecraft in flight and two (2) spacecrafts in reserve. Your flight through the Space Fortress requires you to avoid crashing your spacecraft into the radar towers and fuel tanks, and to avoid the fire of the gun emplacements and base missiles. If you fire at and destroy these objects you gain points. In addition to points, fuel tanks replenish your fuel supply. Watch your fuel supply — if it runs out you'll crash! If you destroy any enemy planes on the ground you will reduce the number of planes you encounter in space. You must also safely navigate your spacecraft through the openings in the walls and fly over the force field. Firing shots at these obstacles will help you determine your spacecraft's position relative to their position on the screen. (Hint: use your altitude indicator for positioning also.)

Outer Space

Following the first Space Fortress you enter Outer Space and encounter enemy planes. Try to destroy them before they destroy you!

Second Fortress and ZAXXON Robot Encounter

The second Fortress is similar to the first Space Fortress but you encounter more walls and menacing force fields. To survive, you now must fly through the openings between the force fields and the walls.

At the end of this Fortress you meet ZAXXON's Robot. You're now an open target for his missiles. To get beyond your encounter with the Robot you must manage direct hits on his homing missile and destroy it. If all these shots reach the missile before it is launched, you will kill the Robot.

At the end of a complete pass (through the Space Fortresses, Outer Space, and your encounter with the ZAXXON Robot), if you are still alive, you will repeat what you have just experienced. But each pass becomes more threatening. Your navigation and firing skills will be put to the ultimate test!

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